

Build your own blocks

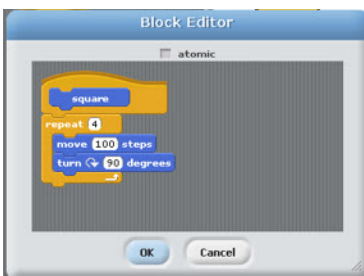


Use the Make a new Block button in the Variables section.

Choose what sort of block you are going to build (stick to motion for now)

Choose a name for your block

Give your instructions for what that block means



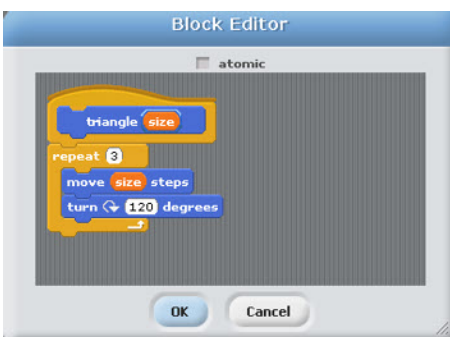
Now you can use your new block in your own code

Use the plus button to add a parameter to your function.

For example you can choose what size to make your shape.



Adding a parameter to your function. Name the parameter and choose what data type it is. You can also give a default value if you wish.



Drag the size block down and put in the steps box.

This is how I call the functions in my code. Note that square always draws the same size shape while triangle asks for a number, which is then used as the size of the shape.

